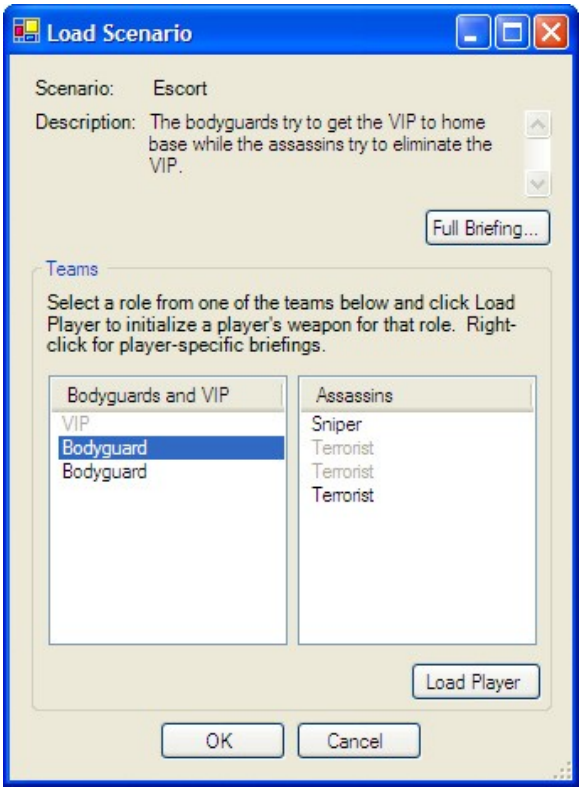
STERADIAN Technologies, LLC

THE LARGEST OUTDOOR LASER TAG MANUFACTURER IN NORTH AMERICA



Scenario Master User's Manual

Version 1.5

Scenario Master User's Manual

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1 Introduction

The Scenario Master

Congratulations! As an owner of the newly developed Scenario Master software, consider yourself a part of the cutting-edge technology for the industry. You will have the confidence that the combination of software and capabilities you experience is exclusive to customers of Steradian Technologies.

This software allows you to:

- ✓ Track your members' career stats
- ✓ Create custom scenario games with roles such as VIP or Sniper
- ✓ Assign point values to accomplish objectives within a scenario
- ✓ Easily configure weapons to suit the role of a special character
- ✓ Manage and track the weapons that are checked out in a game
- ✓ Print and view individual and team scoresheets

System Requirements

The Scenario Master Software and Weapon Interface require a PC with the following minimum specifications:

- Windows Vista or Windows XP with Service Pack 2
- 128MB of RAM
- 200MB of free hard drive space
- A CD-ROM or DVD-ROM drive
- A free USB port
- Video resolution of 1024x768 or higher
- Internet Explorer 6.0 with Service Pack 1 or later
- A Windows-compatible printer (for printing scoresheets)

2 Getting Started

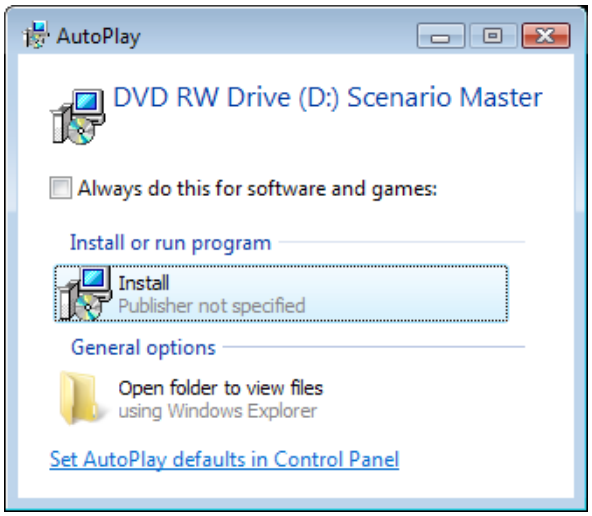
Installation on Windows Vista

Installing the Software

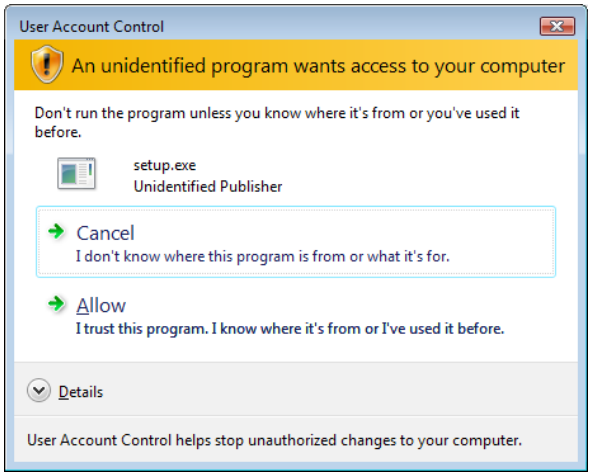
1. Insert the Scenario Master Software CD into your PC. The installation process should begin automatically.

If Windows displays the *AutoPlay* dialog pictured on the right, click *Install* to begin the installation process.

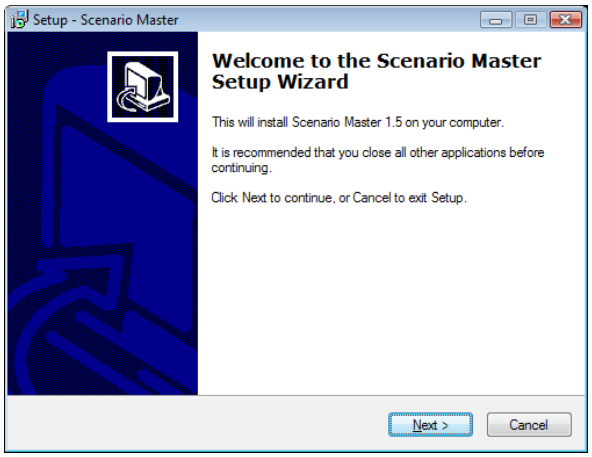
Otherwise, if the installation does not automatically start, type “d:\setup” into the *Start Search* box in the Windows menu and press Enter to start the installation process.



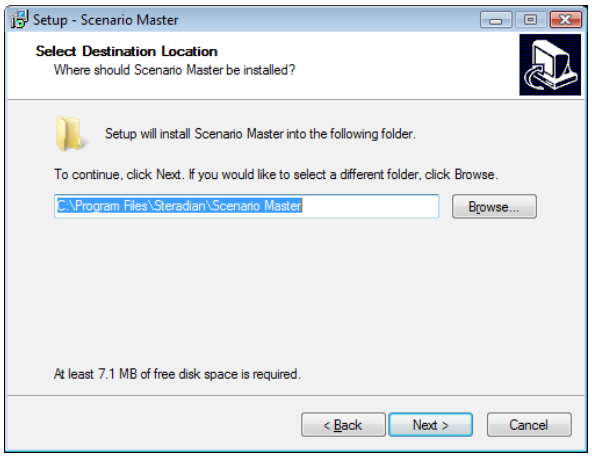
2. Windows may ask for permission to run the setup program. If you see this prompt, click *Allow* to allow the setup program to run.


User Account Control
An unidentified program wants access to your computer
Don't run the program unless you know where it's from or you've used it before.
setup.exe
Unidentified Publisher
Cancel
I don't know where this program is from or what it's for.
Allow
I trust this program. I know where it's from or I've used it before.
Details
User Account Control helps stop unauthorized changes to your computer.

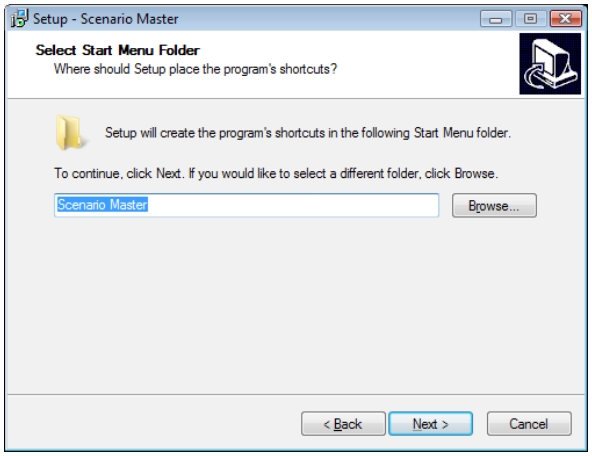
3. You will see this welcome screen when setup opens. Click *Next* to begin the installation process.


Setup - Scenario Master
Welcome to the Scenario Master Setup Wizard
This will install Scenario Master 1.5 on your computer.
It is recommended that you close all other applications before continuing.
Click Next to continue, or Cancel to exit Setup.
Next >
Cancel

4. Select where you would like to install the software. Click *Next* to accept the default location.

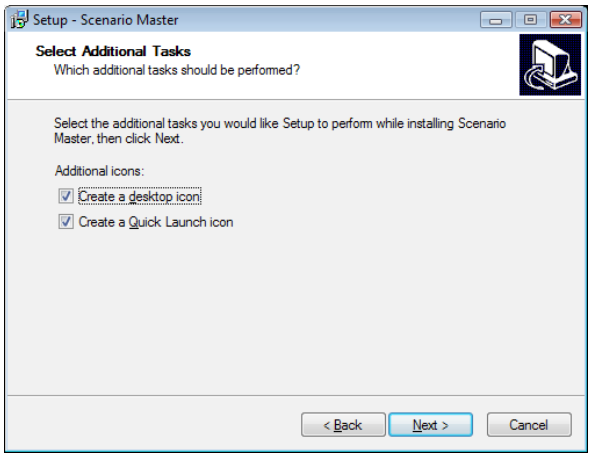

Setup - Scenario Master
Select Destination Location
Where should Scenario Master be installed?
Setup will install Scenario Master into the following folder.
To continue, click Next. If you would like to select a different folder, click Browse.
C:\Program Files\Steradian\Scenario Master
Browse...
At least 7.1 MB of free disk space is required.
< Back
Next >
Cancel

5. Select the name of the program folder where you would like the software's icons to be installed. Click *Next* to accept the default folder name.

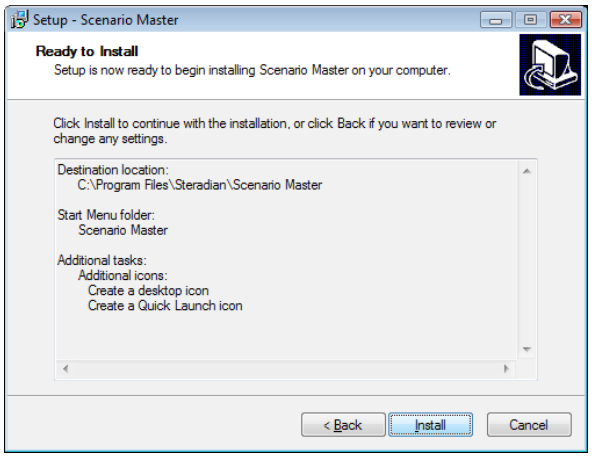

Setup - Scenario Master
Select Start Menu Folder
Where should Setup place the program's shortcuts?
Setup will create the program's shortcuts in the following Start Menu folder.
To continue, click Next. If you would like to select a different folder, click Browse.
Scenario Master
Browse...
< Back
Next >
Cancel

6. Setup will automatically create shortcuts on your desktop and quick launch bar. If you do not want either of these shortcuts created, uncheck the appropriate check box. The program will always be available under your computer's Windows menu.

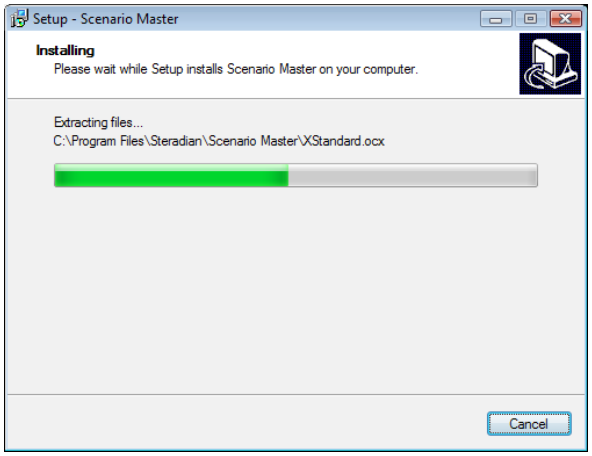
Click *Next* to continue.


Setup - Scenario Master
Select Additional Tasks
Which additional tasks should be performed?
Select the additional tasks you would like Setup to perform while installing Scenario Master, then click Next.
Additional icons:
Create a desktop icon
Create a Quick Launch icon
< Back
Next >
Cancel

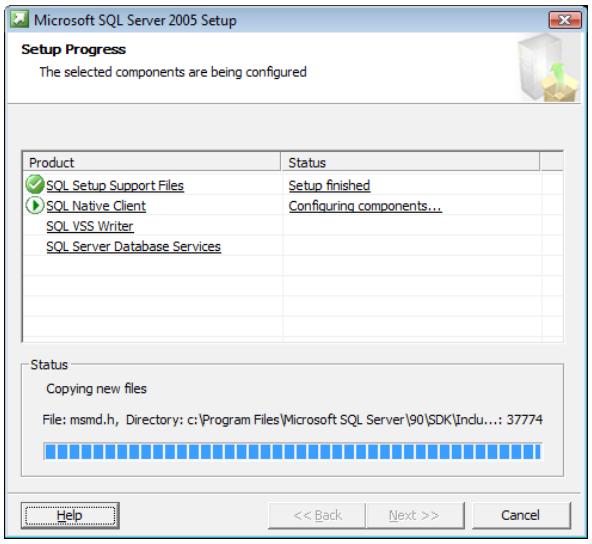
7. The software is now ready to install. Click *Install* to begin the installation.


Setup - Scenario Master
Ready to Install
Setup is now ready to begin installing Scenario Master on your computer.
Click Install to continue with the installation, or click Back if you want to review or change any settings.
Destination location:
C:\Program Files\Steradian\Scenario Master
Start Menu folder:
Scenario Master
Additional tasks:
Additional icons:
Create a desktop icon
Create a Quick Launch icon
< Back
Install
Cancel

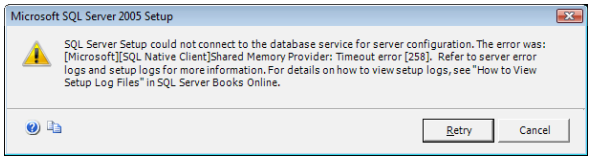
8. After clicking *Install*, the installation process will begin. Installation and setup may take up to 10 minutes to complete. Please be patient while the software is installed.



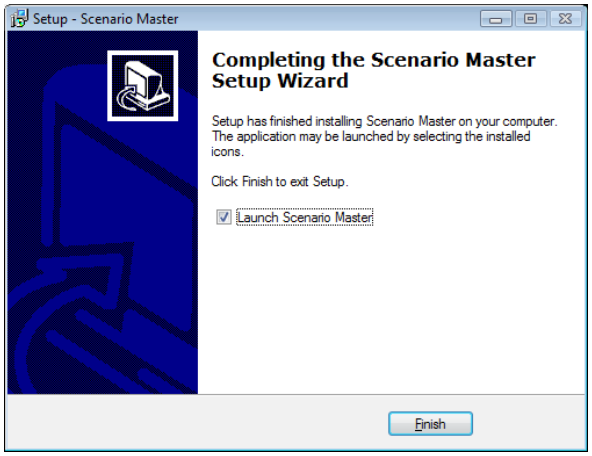
9. After other parts of the program have been installed, setup will install Microsoft SQL Server, which is used to store your game data within the Scenario Master.



10. If you see this error message during the Microsoft SQL Server setup, click *Retry* to complete the setup process.


Microsoft SQL Server 2005 Setup
SQL Server Setup could not connect to the database service for server configuration. The error was: [Microsoft][SQL Native Client]Shared Memory Provider: Timeout error [258]. Refer to server error logs and setup logs for more information. For details on how to view setup logs, see "How to View Setup Log Files" in SQL Server Books Online.
Retry
Cancel

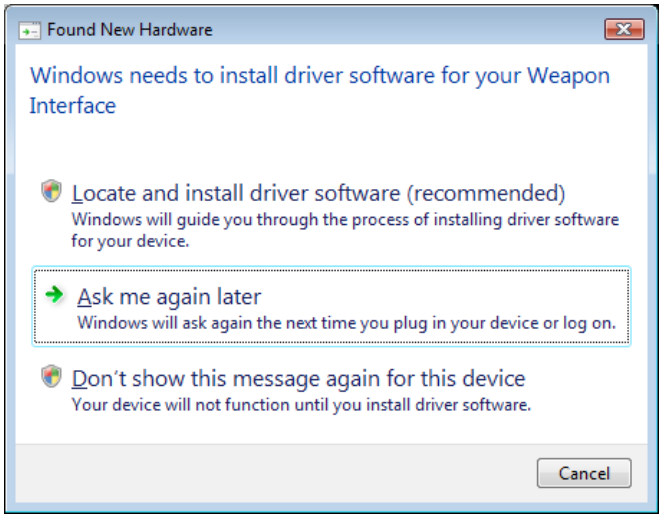
11. When setup is complete, click *Finish* to close the setup program and launch the Scenario Master.


Setup - Scenario Master
Completing the Scenario Master Setup Wizard
Setup has finished installing Scenario Master on your computer. The application may be launched by selecting the installed icons.
Click Finish to exit Setup.
Launch Scenario Master
Finish

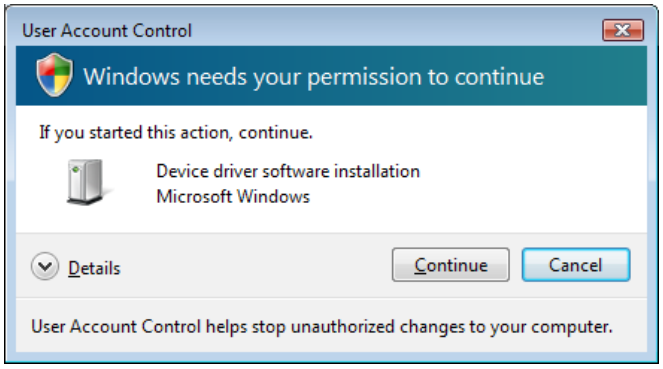
Installing the Weapon Interface

1. After plugging in the USB cable to a USB port on your computer, you will see the *Found New Hardware* screen as shown to the right.

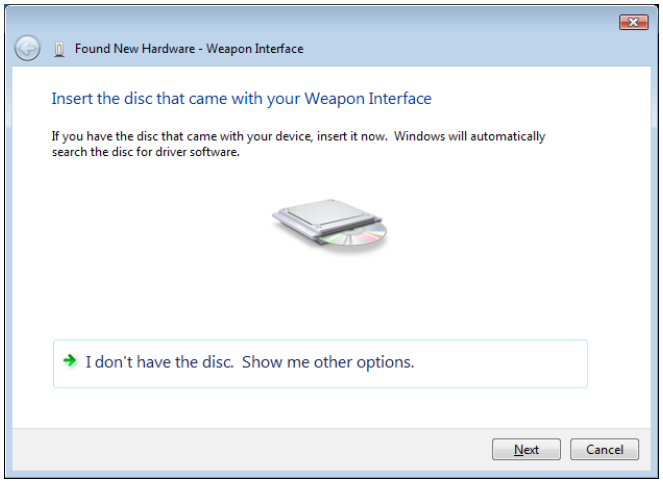
Select *Locate and install driver software* to install the driver software for the Weapon Interface.


Found New Hardware
Windows needs to install driver software for your Weapon Interface
Locate and install driver software (recommended)
Windows will guide you through the process of installing driver software for your device.
Ask me again later
Windows will ask again the next time you plug in your device or log on.
Don't show this message again for this device
Your device will not function until you install driver software.
Cancel

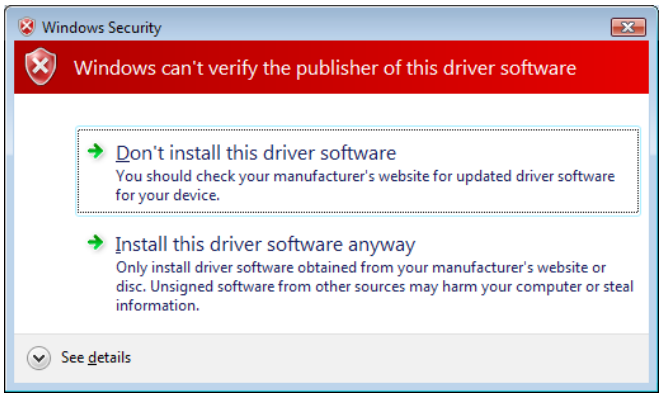
2. Windows may prompt you for permission to install the driver software. Click *Continue* to allow the driver software to be installed.



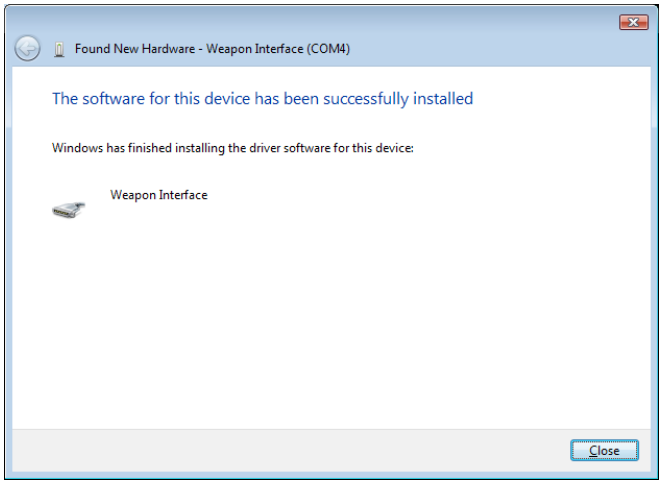
3. Windows will launch the *Found New Hardware* wizard. Make sure the Scenario Master CD in in your CD drive and then click *Next*.


Found New Hardware - Weapon Interface
Insert the disc that came with your Weapon Interface
If you have the disc that came with your device, insert it now. Windows will automatically search the disc for driver software.
I don't have the disc. Show me other options.
Next
Cancel

4. You may see the screen on the right during the installation process. Click *Install this driver software anyway* to proceed with the installation.


Windows Security
Windows can't verify the publisher of this driver software
Don't install this driver software
You should check your manufacturer's website for updated driver software for your device.
Install this driver software anyway
Only install driver software obtained from your manufacturer's website or disc. Unsigned software from other sources may harm your computer or steal information.
See details

5. Click *Close* after the installation is finished. Your Weapon Interface is now ready for use.


Found New Hardware - Weapon Interface (COM4)
The software for this device has been successfully installed
Windows has finished installing the driver software for this device:
Weapon Interface
Close

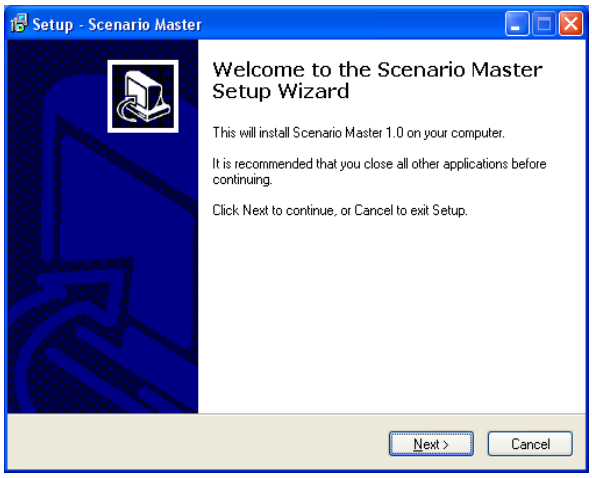
Installation on Windows XP

Installing the Software

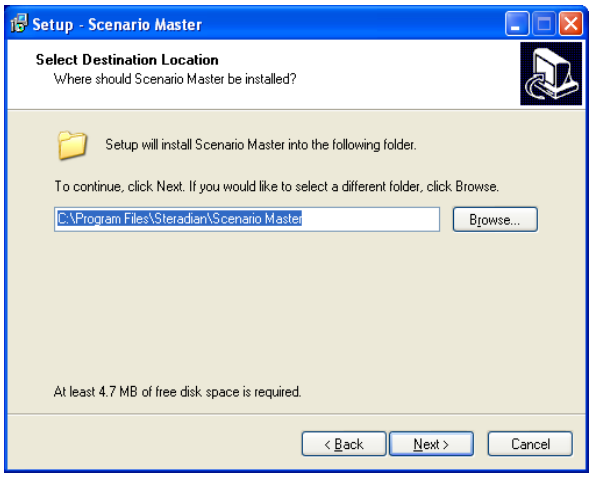
1. Insert the Scenario Master Software CD into your PC. The installation process should begin automatically.

If setup does not start automatically, select “Run...” from your Start menu, type in “d:\setup.exe” (Where “d:” is the letter of your CD drive) and click “OK”.

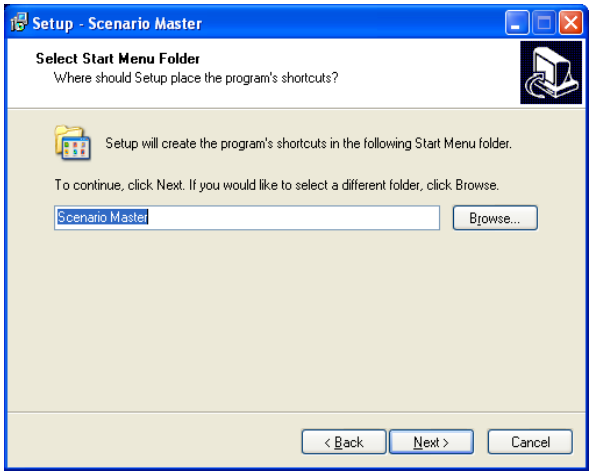
You will see the screen at the right at the start of the installation process. Click “Next”.


Setup - Scenario Master
Welcome to the Scenario Master Setup Wizard
This will install Scenario Master 1.0 on your computer.
It is recommended that you close all other applications before continuing.
Click Next to continue, or Cancel to exit Setup.
Next >
Cancel

2. Select where you would like to install the software. Click “Next” to use the default location, or “Browse” if you would like to select a new location.


Setup - Scenario Master
Select Destination Location
Where should Scenario Master be installed?
Setup will install Scenario Master into the following folder.
To continue, click Next. If you would like to select a different folder, click Browse.
C:\Program Files\Steradian\Scenario Master
Browse...
At least 4.7 MB of free disk space is required.
< Back
Next >
Cancel

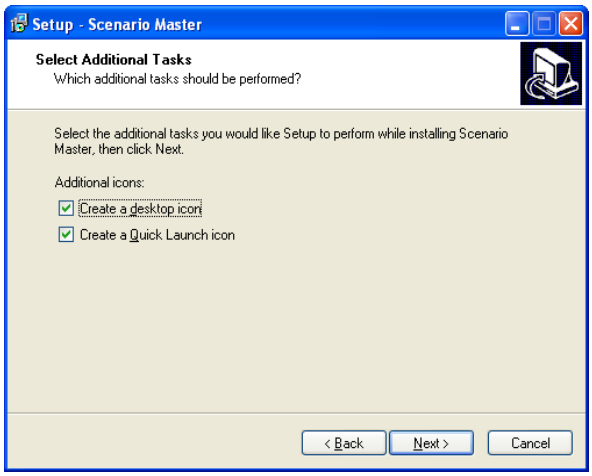
3. Select the folder to place the program’s shortcut icon. Select “Next” to use the default, or “Browse” to select a new folder.


Setup - Scenario Master
Select Start Menu Folder
Where should Setup place the program's shortcuts?
Setup will create the program's shortcuts in the following Start Menu folder.
To continue, click Next. If you would like to select a different folder, click Browse.
Scenario Master
Browse...
< Back
Next >
Cancel

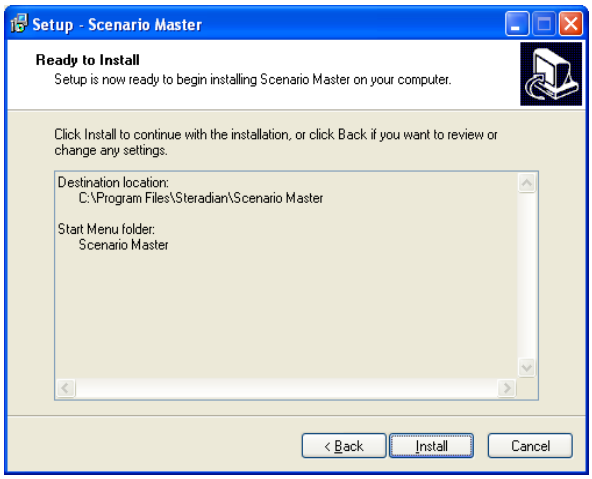
4. Setup will automatically create program shortcuts on your desktop and quick launch bar. If you do not want these shortcuts created, uncheck the check box.

The program will always be available under your computer's Start menu.

Select "Next".

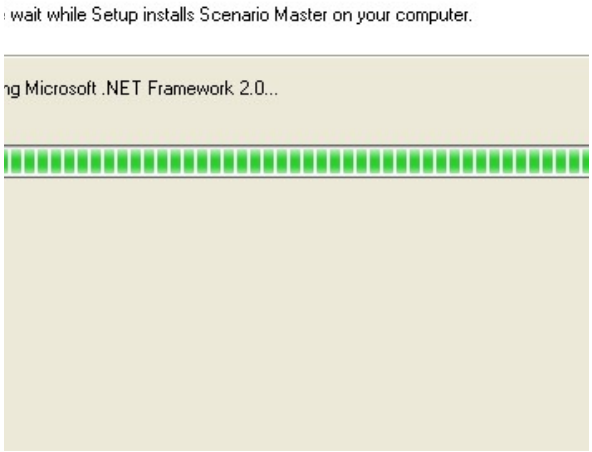

Setup - Scenario Master
Select Additional Tasks
Which additional tasks should be performed?
Select the additional tasks you would like Setup to perform while installing Scenario Master, then click Next.
Additional icons:
Create a desktop icon
Create a Quick Launch icon
< Back
Next >
Cancel

5. The software is now ready to install to the location you specified. Click "Install" to begin the installation.

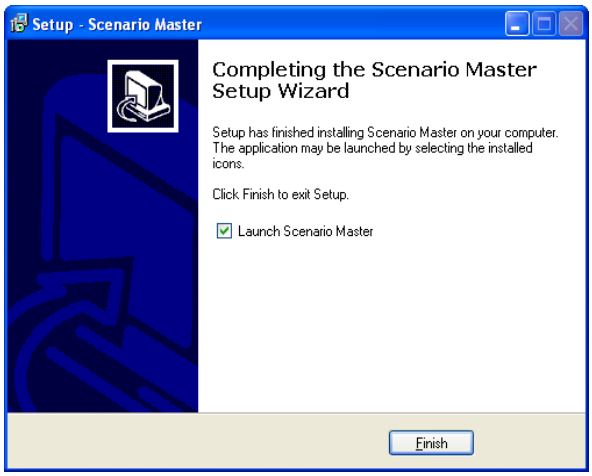

Setup - Scenario Master
Ready to Install
Setup is now ready to begin installing Scenario Master on your computer.
Click Install to continue with the installation, or click Back if you want to review or change any settings.
Destination location:
C:\Program Files\Steradian\Scenario Master
Start Menu folder:
Scenario Master
< Back
Install
Cancel

6. After clicking "Install", the installation may take up to twenty minutes.

Note the installation may take up to ten minutes to complete the step titled "Installing Microsoft .NET Framework 2.0", as shown on the right. The installation may appear to be frozen during this step. Please be patient, the installation is still in process during the time that this screen is displayed.



7. When setup is complete you may be asked to reboot your computer. Click "Finish" to launch the Scenario Master or reboot your computer, as needed.


Setup - Scenario Master
Completing the Scenario Master Setup Wizard
Setup has finished installing Scenario Master on your computer. The application may be launched by selecting the installed icons.
Click Finish to exit Setup.
Launch Scenario Master
Finish

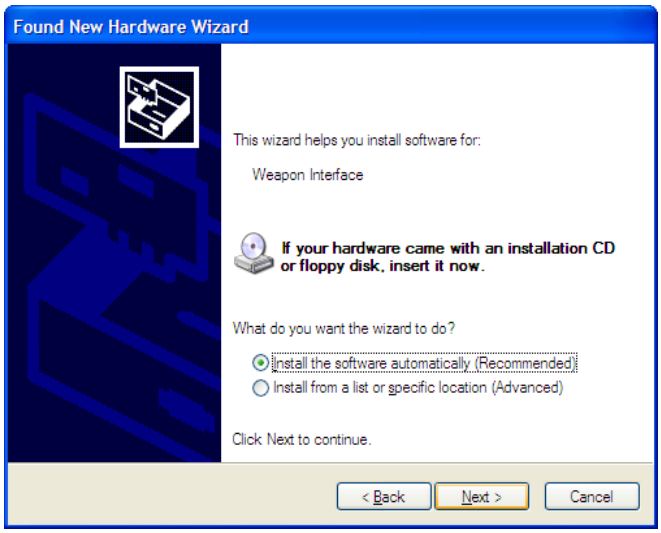
Installing the Weapon Interface

1. After plugging in the USB cable to a USB port on your computer, the “Found New Hardware Wizard” will begin.

Select “Yes, this time only” and click “Next”.

Found New Hardware Wizard
Welcome to the Found New Hardware Wizard
Windows will search for current and updated software by looking on your computer, on the hardware installation CD, or on the Windows Update Web site (with your permission).
Read our privacy policy
Can Windows connect to Windows Update to search for software?
Yes, this time only
Yes, now and every time I connect a device
No, not this time
Click Next to continue.
< Back
Next >
Cancel

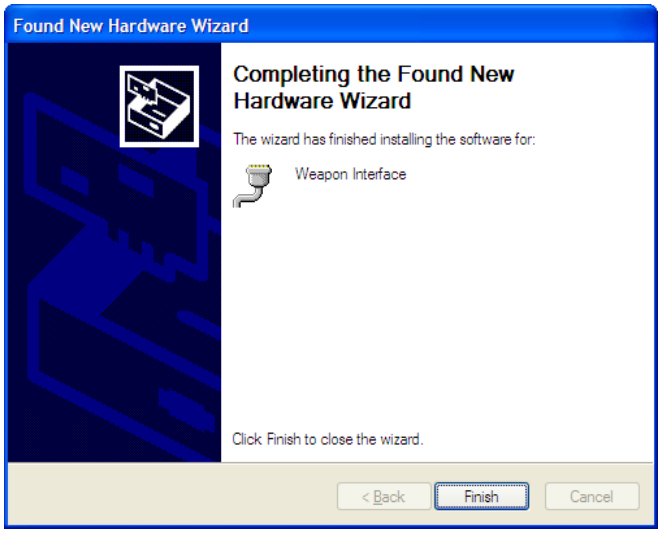
2. Select the recommended installation option, “Install the software automatically” and click “Next”.


Found New Hardware Wizard
This wizard helps you install software for:
Weapon Interface
If your hardware came with an installation CD or floppy disk, insert it now.
What do you want the wizard to do?
Install the software automatically (Recommended)
Install from a list or specific location (Advanced)
Click Next to continue.
< Back
Next >
Cancel

3. You may see the screen on the right during the installation process. Click “Continue Anyway” to proceed with the installation.

Hardware Installation
The software you are installing for this hardware:
Weapon Interface
has not passed Windows Logo testing to verify its compatibility with Windows XP. (Tell me why this testing is important.)
Continuing your installation of this software may impair or destabilize the correct operation of your system either immediately or in the future. Microsoft strongly recommends that you stop this installation now and contact the hardware vendor for software that has passed Windows Logo testing.
Continue Anyway
STOP Installation

4. Select “Finish” after the installation is finished.

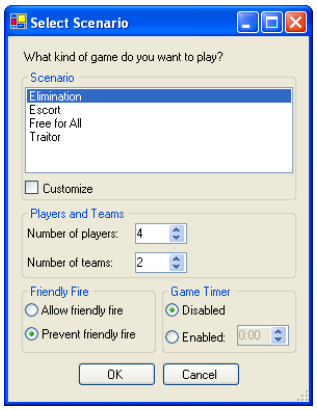


Quick Start -- Running a Game

Starting the Game

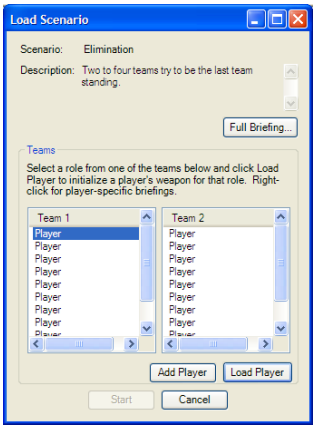
1. Click the

button in the toolbar. The Select Scenario dialog will appear.



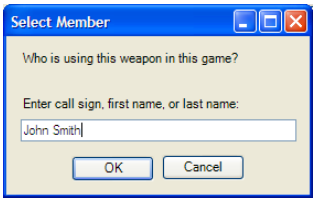
2. Select the desired scenario from the Scenario list, set the number of players and click "OK". The Load Scenario dialog will appear.

3. Ask the first player to stand in front of you and point his or her weapon at the Weapon Interface. Ensure the other players are not standing in front of you or pointing their weapon at the Weapon Interface.

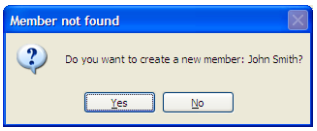

Load Scenario
Scenario: Elimination
Description: Two to four teams try to be the last team standing.
Full Briefing...
Teams
Select a role from one of the teams below and click Load Player to initialize a player's weapon for that role. Right-click for player-specific briefings.
Team 1
Player
Team 2
Player
Add Player
Load Player
Start
Cancel

4. Select a role from one of the team lists and click Load Player. Keep the Weapon Interface and the player's weapon pointed at each other until the weapon is fully loaded.

5. While the weapon is being loaded, enter the player's name into the Select Member dialog.

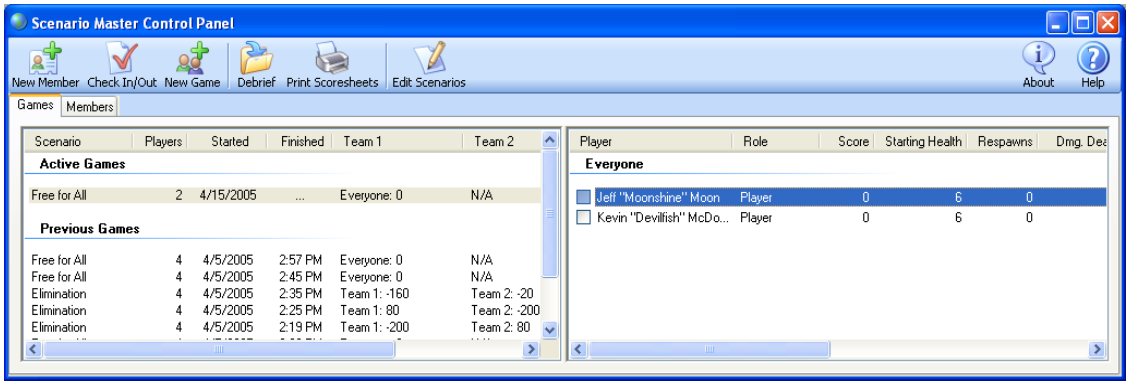


6. If this is the first time the player has played, you will be asked if you want to create a new member. Click Yes.



7. Repeat for each player in turn until all players have been loaded. Then click Start to start the game.

Finishing the Game



1. As each player returns at the end of the game, ask the player to stand in front of you and point his or her weapon at the Weapon Interface. Ensure other players are not standing in front of you or pointing their weapons at the Weapon Interface.

2. Click the

button in the toolbar to download the game data from the player's weapon. Keep the weapon interface pointed at the player until the weapon is fully debriefed. If you select the game in the Active Games list you will see a check mark next to the player's name when the player has been successfully debriefed.

3. After all players have been debriefed, the game will move from the Active Games list to top of the Previous Games list.

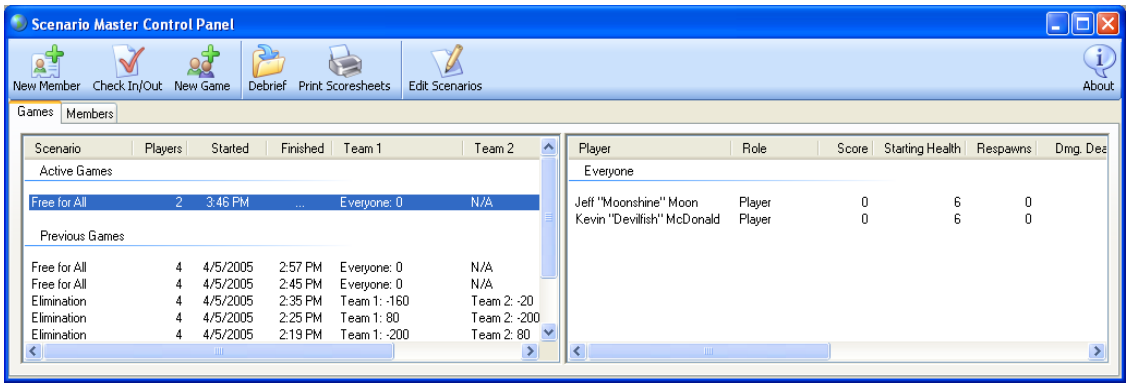
4. To print the scoresheets for the game, click the

button in the toolbar after selecting the game in the Previous Games list. Each player's scoresheet will open in turn. To print that player's scoresheet click the button. To skip that player and show the next player's scoresheet, click the

button.

3 Main Interface

Games List



Main View

The Games List is in the left window pane when the “Games” tab is selected. Games are grouped into Active Games and Previous Games. Included in the Active Games group are games still in progress. When all weapons involved in a game have been debriefed, the game is transferred to the Previous Games section. To delete a game from the list, right-click on the game and select “Delete”.

Players Stats

To view the players’ statistics for a game, highlight the game and the players stats will be displayed in the Players List in the right window pane.

Context Menu

Right-click on an individual game and a context menu will open. Select “Print Scoresheets” to print all the scoresheets for the selected game or select “Force Game Closed” to manually end an Active Game and transfer it into the Previous Games group.

Width Adjustments

To expand or reduce the Games List window, drag the middle divider to the right or left. You can also change the width of individual columns by dragging the column dividers to the right or left.

Column Names

Players: The number of players in a given game.

Started: The date that the game was started or displays the time of day that the game was started if the game began on the current day.

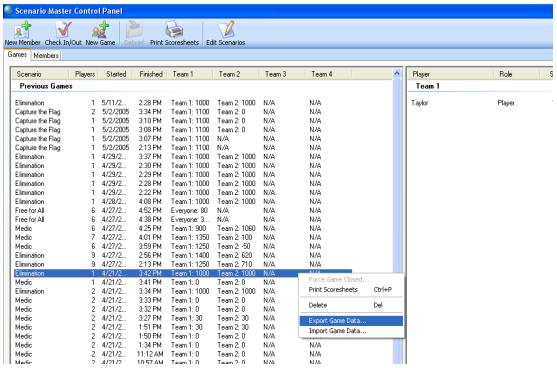
Finished: The time of day that the game finished.

[Team Name]: The team points accumulated during the game for each team.

Game Data Import/Export

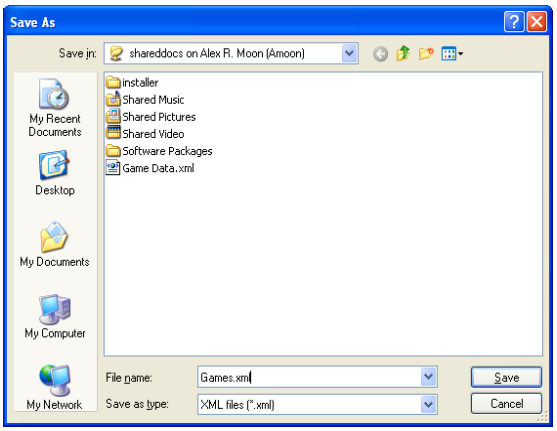
1. To export game data into an XML file, select the games you wish to export, right-click, and select “Export Game Data…”

To export multiple games, use the Shift or Ctrl keys to highlight additional games. Only games that are highlighted will be exported.

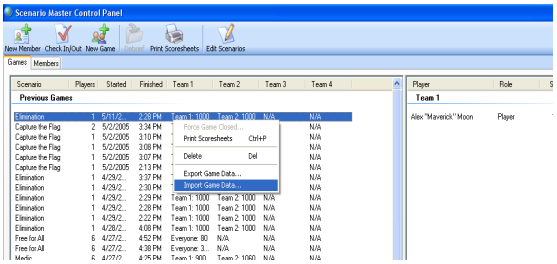


2. Enter a file name for the game data and select “Save”.

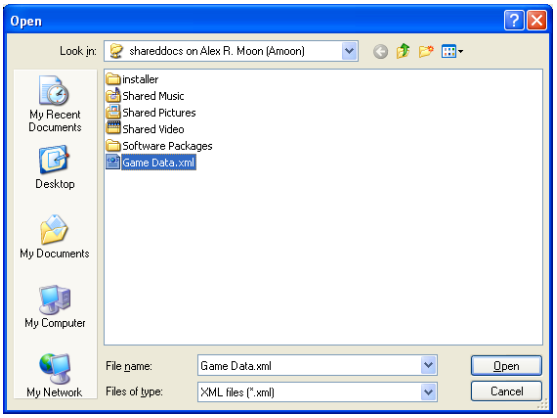
The exported file may be used to move game and member data to another Scenario Master computer or as a backup of your game data.



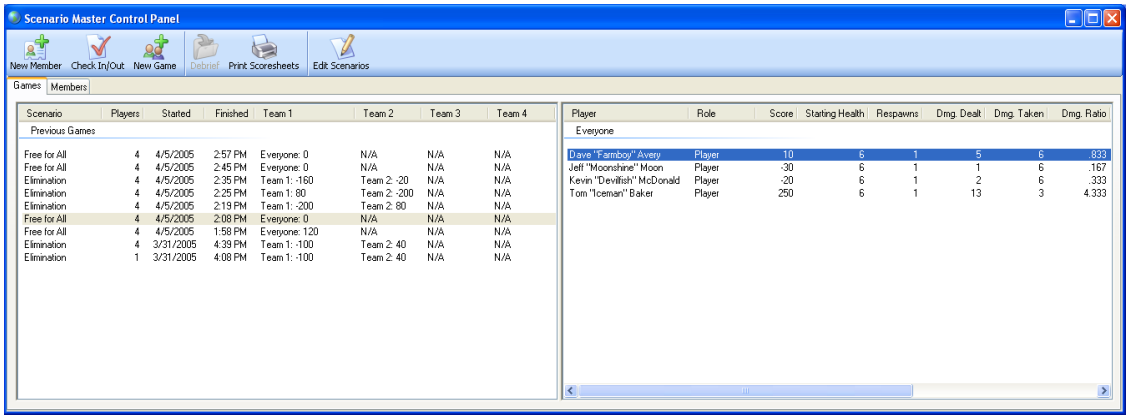
3. To import game data in the Games List, right click in the Games window pane and select “Import Game Data...”



4. Select an XML file which was previously exported select Open.



Players List


Scenario Master Control Panel
New Member
Check In/Out
New Game
Debrief
Print Scoresheets
Edit Scenarios
Games
Members
Scenario
Players
Started
Finished
Team 1
Team 2
Team 3
Team 4
Previous Games
Free for All 4 4/5/2005 2:57 PM Everyone: 0 N/A N/A N/A
Free for All 4 4/5/2005 2:45 PM Everyone: 0 N/A N/A N/A
Elimination 4 4/5/2005 2:35 PM Team 1: -160 Team 2: -20 N/A N/A
Elimination 4 4/5/2005 2:25 PM Team 1: 80 Team 2: -200 N/A N/A
Elimination 4 4/5/2005 2:19 PM Team 1: -200 Team 2: 80 N/A N/A
Free for All 4 4/5/2005 2:08 PM Everyone: 0 N/A N/A N/A
Free for All 4 4/5/2005 1:58 PM Everyone: 120 N/A N/A N/A
Elimination 4 3/31/2005 4:39 PM Team 1: -100 Team 2: 40 N/A N/A
Elimination 1 3/31/2005 4:08 PM Team 1: -100 Team 2: 40 N/A N/A
Player
Role
Score
Starting Health
Respawns
Dmg. Dealt
Dmg. Taken
Dmg. Ratio
Everyone
Dave "Farmboy" Avery Player 10 6 1 5 6 .833
Jeff "Moonshine" Moon Player -30 6 1 1 6 .167
Kevin "Devilfish" McDonald Player -20 6 1 2 6 .333
Tom "Iceman" Baker Player 250 6 1 13 3 4.333

Main View

The Players List is in the right window pane when the “Games” tab is selected. The player’s stats are displayed for the game that is highlighted in the Games List. The players are separated into teams for team-based games.

Column Arrangement

The order of the columns can be adjusted by selecting a column and dragging it to a new location in the menu.

Sorting

The statistics in the Players List can be sorted by any column. Simply click the column header to sort in ascending order, and click the same column header a second time to sort by the column in descending order.

Scoresheets

Double-click on a player to open the player’s individual scoresheet for the game.

Column Names

Player: The name of the player.

Role: The role of the player as defined by the scenario.

Score: The total points for each player in the game.

Starting Health: The number of remaining health point hits each player had at the start of the game.

Respawns: The number of full health point resets that a player received.

Dmg. Dealt: The amount of health point hits that a player inflicted on opponents.

Dmg. Taken: The amount of health point hits that a player received.

Dmg. Ratio: Damage Dealt divided by Damage Taken.

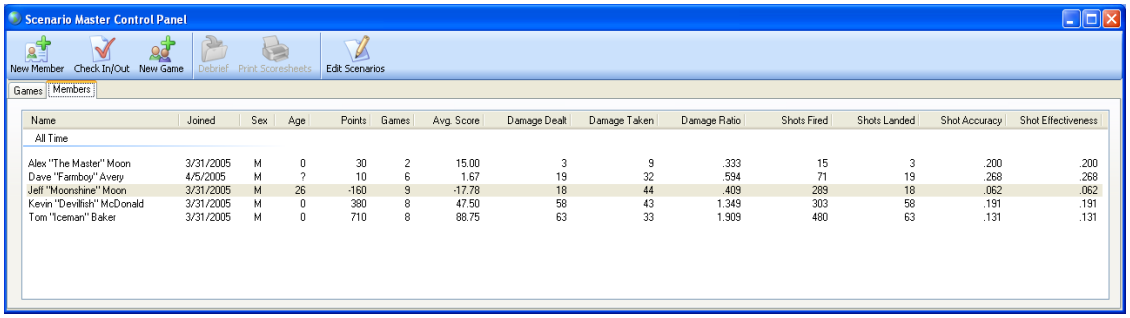
Shots Fired: The total number of shots fired by each player.

Shots Landed: The number of hits a player landed on opponents during the game.

Shot Accuracy: Shots Landed divided by Shots Fired.

Shot Effectiveness: Damage Dealt divided by Shots Fired. Usually the same as Shot Accuracy, unless the player's shot power was greater than normal.

Members List


Scenario Master Control Panel
New Member
Check In/Out
New Game
Debrief
Print Scoresheets
Edit Scenarios
Games
Members
Name
Joined
Sex
Age
Points
Games
Avg. Score
Damage Dealt
Damage Taken
Damage Ratio
Shots Fired
Shots Landed
Shot Accuracy
Shot Effectiveness
All Time
Alex "The Master" Moon 3/31/2005 M 0 30 2 15.00 3 9 .333 15 3 .200 .200
Dave "Farmboy" Avery 4/5/2005 M ? 10 6 1.67 19 32 .594 71 19 .268 .268
Jeff "Moonshine" Moon 3/31/2005 M 26 -160 9 -17.78 18 44 .409 289 18 .062 .062
Kevin "Devilish" McDonald 3/31/2005 M 0 380 8 47.50 58 43 1.349 303 58 .191 .191
Tom "Iceman" Baker 3/31/2005 M 0 710 8 88.75 63 33 1.909 480 63 .131 .131

Main View

Select the “Members” tab to view the Members list. The members list includes all members with their all time and current statistics. The member’s stats are grouped into “Today” and “All Time”. Only stats and members for games played today will be included in the “Today” grouping.

Column Arrangement

The order of the columns can be adjusted by selecting a column and dragging it to a new location in the menu.

Sorting

The statistics in the Members List can be sorted by any column. Simply click the column header to sort in ascending order, and click the same column header a second time to sort by the column in descending order.

Member Details

To edit the details of a member, double-click on that member and the Member Details dialog box will be opened.

Column Names

Name: The member’s name.

Joined: The date that the member joined.

Sex: The sex of the member.

Age: The age of the member.

Points: All time total points for the member

Games: The number of games the player has participated in.

Avg. Score: Average score per game of the member.

Damage Dealt: The amount of health point hits that a player inflicted on opponents.

Damage Taken: The amount of health point hits that a player received.

Damage Ratio: Damage Dealt divided by Damage Taken.

Shots Fired: The total number of shots fired by each player.

Shots Landed: The number of hits a player landed on opponents during the game.

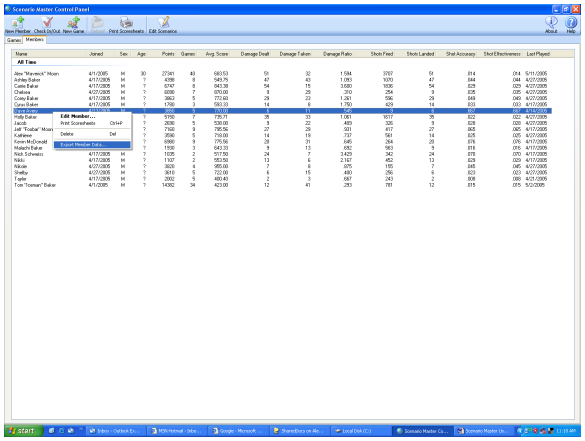
Shot Accuracy: Shots Landed divided by Shots Fired.

Shot Effectiveness: Damage Dealt divided by Shots Fired.

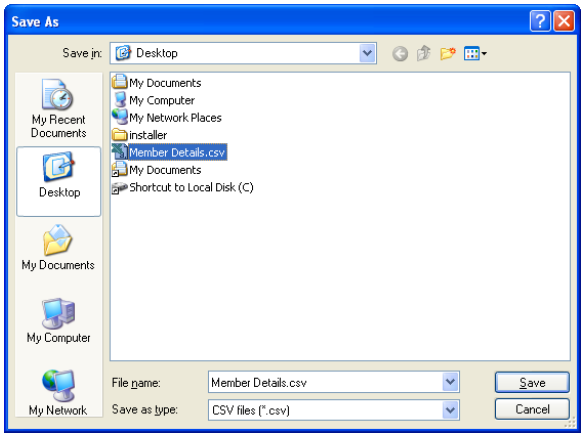
Exporting Member Data

1. Select the member(s) you wish to export in the Member Details window, right-click, and select "Export Member Data…"

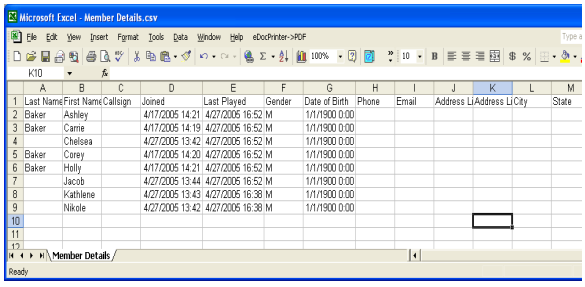
To export multiple members, hit the Shift or Ctrl buttons to highlight additional members. Only the members that are highlighted will be exported.



2. The file will be saved as a *.csv file that can be opened in Microsoft Excel.



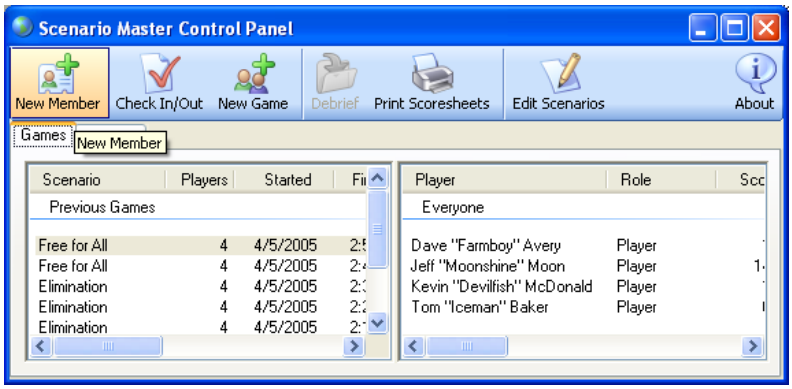
3. At the right is a view of the exported file in Microsoft Excel.



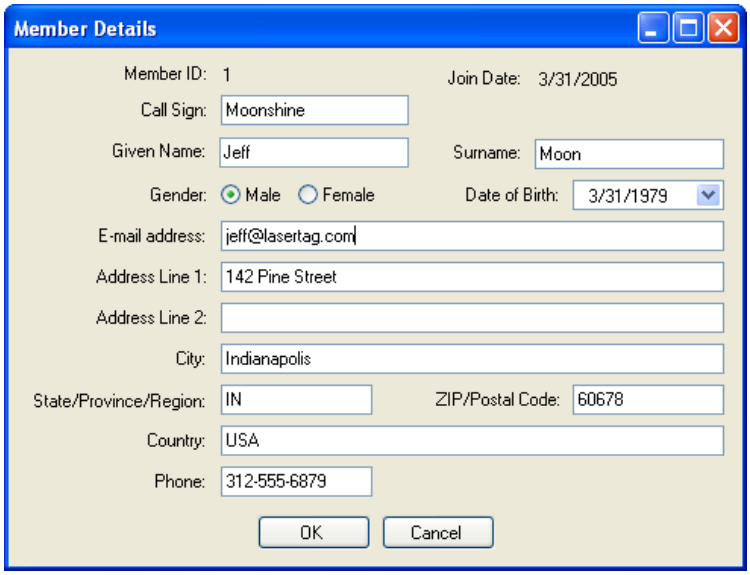
4 Member Details

Adding a New Member

1. Select “New Member” from the toolbar.

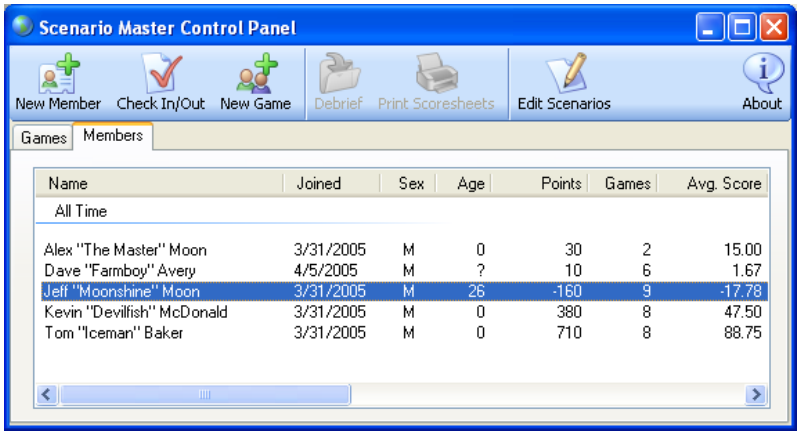


2. Enter the member details in the dialog box and select “OK”.

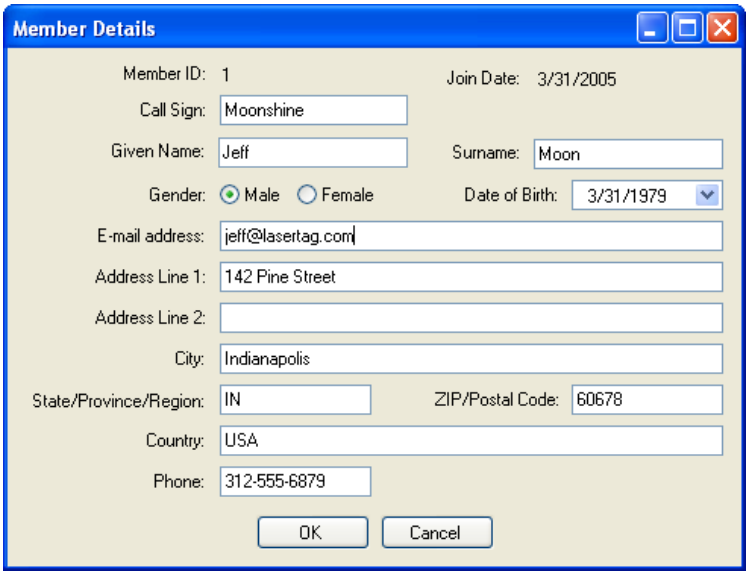


Editing Member Details

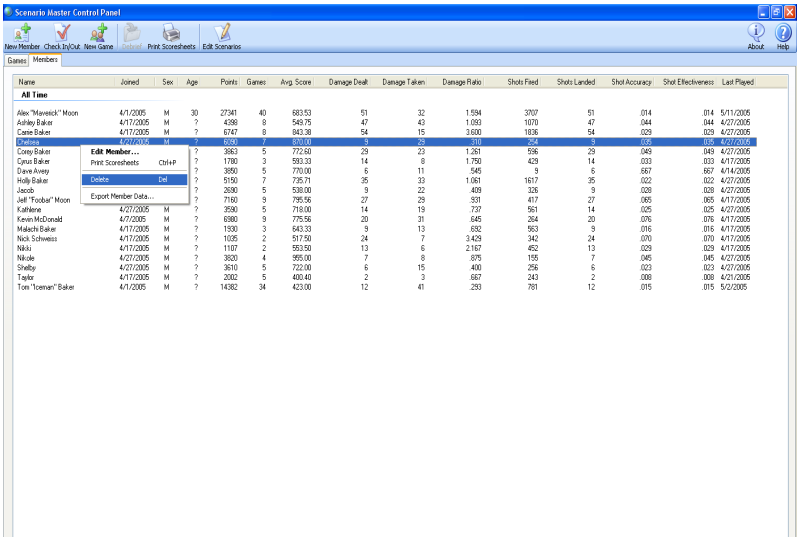
1. To edit the details of an existing member, select the "Members" tab and double click on the member to open the Member Details dialogue box.



2. Edit the member details as needed and select "OK".

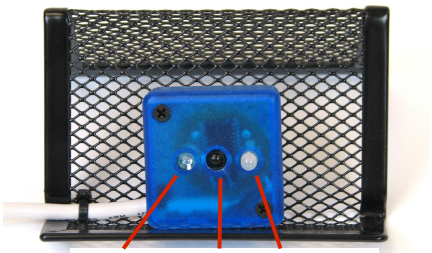


3. To delete an existing member, right-click on the Member and select "Delete".



5 Weapon Management

Using the Weapon Interface



IR Led, Sensor, Activity Led

To program the gun, call up players one by one having the player aim their gun towards the Weapon Interface (blue box). The weapon interface needs to 'see' the front of the gun and the Sunband.

Player should stand 3-5 feet from the Weapon Interface

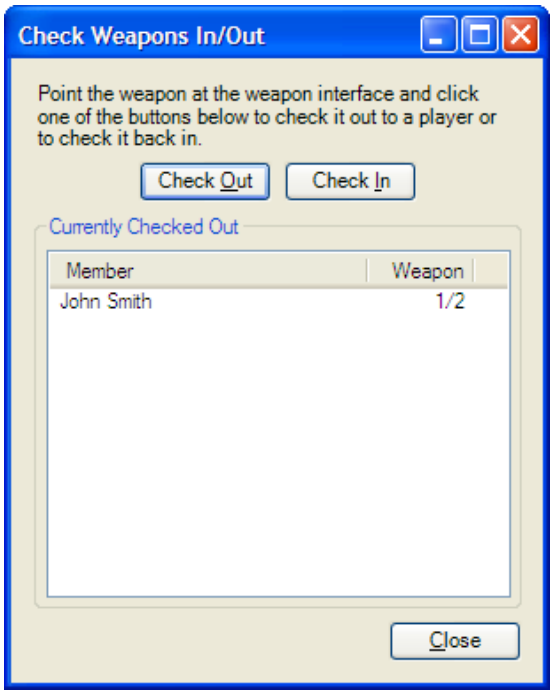
Note: No other player should be pointing their gun at the Weapon Interface. This will ensure that the data only goes to the one gun.

Checking Out a Weapon

Checking out a weapon assigns the weapon to a player. This will help you keep track of who has returned their weapon at the end of the day.

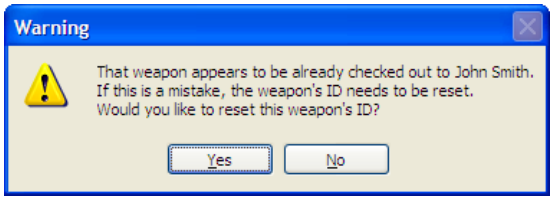
1. Click the

button on the toolbar. The Check Weapons In/Out dialog will appear. Note that you can continue to work with the rest of the Scenario Master while this dialog is displayed.

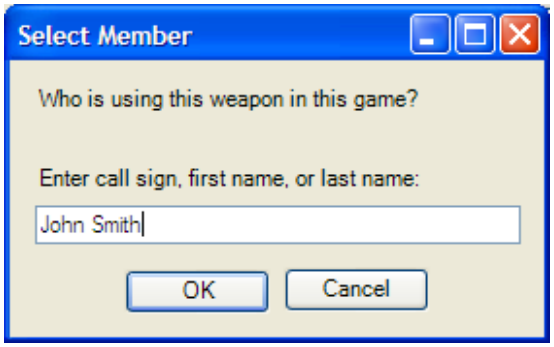

Check Weapons In/Out
Point the weapon at the weapon interface and click one of the buttons below to check it out to a player or to check it back in.
Check Out
Check In
Currently Checked Out
Member
Weapon
John Smith
1/2
Close

2. Ask the player to stand in front of you and point his or her weapon at the Weapon Interface. Ensure no other player is standing in front of you or pointing their weapon at the Weapon Interface.

3. Click the "Check Out" button to assign the weapon to the player. If the weapon's internal ID matches the ID of a weapon that has already been checked out, you will be prompted with the message shown at right. If you are sure the weapon has not already been checked out, click "Yes" to reset its ID. Otherwise click "No" and check the weapon in before proceding.

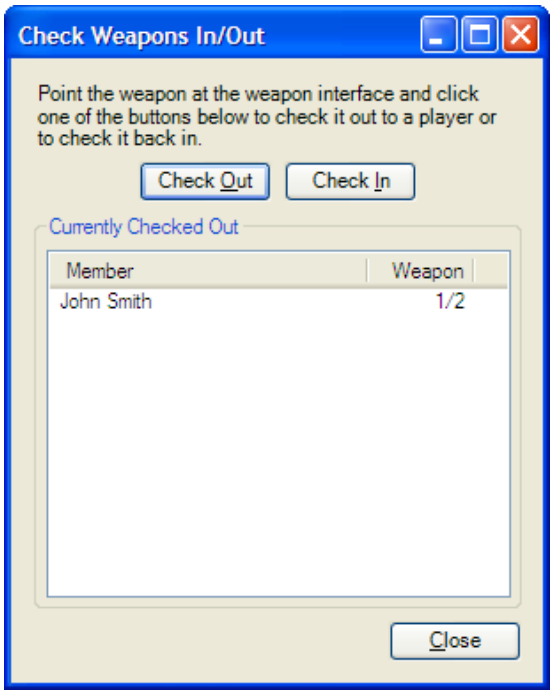

Warning
That weapon appears to be already checked out to John Smith.
If this is a mistake, the weapon's ID needs to be reset.
Would you like to reset this weapon's ID?
Yes
No

3. Enter the player's name into the Select Member dialog and click "OK". The player will now appear in the Currently Checked Out list.



Checking In a Weapon

1. Click the Check In/Out button on the toolbar. The Check Weapons In/Out dialog will appear. Note that you can continue to work with the rest of the Scenario Master while this dialog is displayed.


Check Weapons In/Out
Point the weapon at the weapon interface and click one of the buttons below to check it out to a player or to check it back in.
Check Out
Check In
Currently Checked Out
Member
Weapon
John Smith
1/2
Close

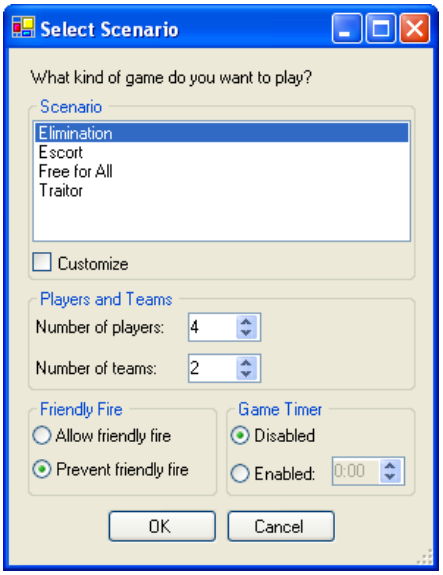
2. If you know the name of the player to be checked in, select their name from the Currently Checked Out list and click the "Check In" button.

3. Alternately, ask the player to stand in front of you and point his or her weapon at the Weapon Interface. Ensure no other player is standing in front of you or pointing their weapon at the Weapon Interface. Click the "Check In" button to check in the weapon.

4. The player's name will disappear from the Currently Checked Out list.

6 Scenario Selection and Loading

1. Click the New Game button in the toolbar. The Select Scenario dialog will appear. Note that you can continue to work with the rest of the Scenario Master while this dialog is displayed.

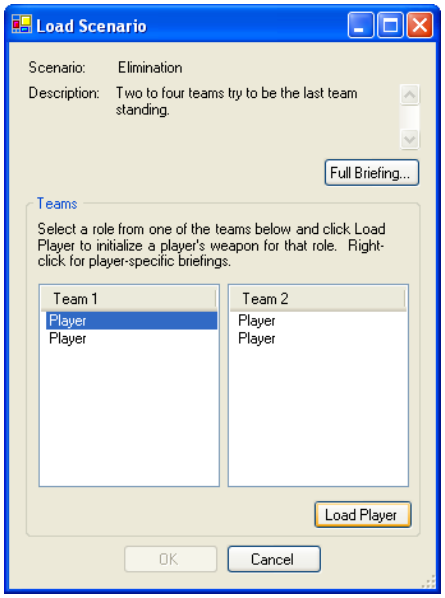


2. Select the desired scenario from the Scenario list.

3. Set the Number of players that will be playing the game.

4. Adjust the Number of teams, Friendly Fire, and Game Timer settings as desired.

5. Click the "OK" button to continue. The Load Scenario dialog will appear. Note that you can continue to work with the rest of the Scenario Master while this dialog is displayed.

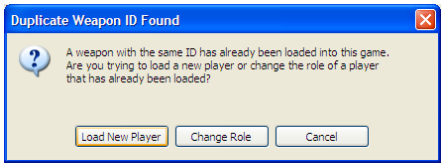


6. For a detailed description of the selected scenario and its objectives click the "Full Briefing" button.

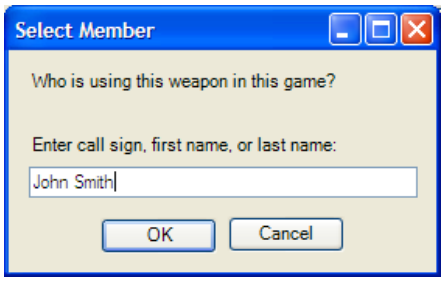
7. Ask the first player to stand in front of you and point his or her weapon at the Weapon Interface. Ensure the other players are not standing in front of you or pointing their weapons at the Weapon Interface.

8. Select a role from one of the team lists and click Load Player. Keep the Weapon Interface and the player's weapon pointed at each other until the weapon is fully loaded.

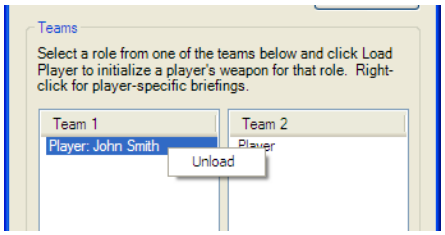
9. If the player's weapon has an internal ID that matches the ID of a weapon that has already been loaded into the game, you will be prompted with the message shown at right. Click the appropriate button if you are loading a new player into the game or if you are changing the role of a player that was previously loaded.


Duplicate Weapon ID Found
A weapon with the same ID has already been loaded into this game. Are you trying to load a new player or change the role of a player that has already been loaded?
Load New Player
Change Role
Cancel

10. While the weapon is being loaded, enter or confirm the player's name in the Select Member dialog. The Select Member dialog will default to the last member to use the weapon being loaded.



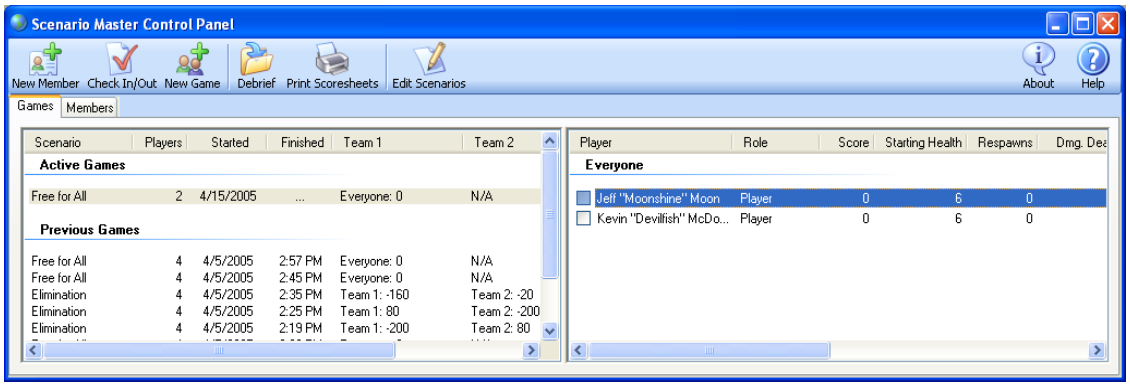
11. If you need to remove a player from the game before it is started, right click on the role with the member's name and click Unload.


Teams
Select a role from one of the teams below and click Load Player to initialize a player's weapon for that role. Right-click for player-specific briefings.
Team 1
Team 2
Player: John Smith
Unload

12. Repeat steps seven through ten for each player in turn until all players have been loaded into the game. Then click “Start” to start the game.

Debriefing Weapons and Printing Scoresheets

1. The new scenario game will now be listed under Active Games in the Games list. All players in the game are listed in the Players list with statistics.



2. **Debriefing**

After the game, update the player's stats by debriefing their weapons. Instruct a player to point their weapon at the Weapon Interface. Ensure that no other player is pointing their weapon at the weapon interface.

Click the

button in the toolbar. Continue the process for all remaining players. Note that the statistics will not be fully accurate until all players have been debriefed. When a player is successfully debriefed, a check-mark will appear in the check box next to the players' name.

3. **Printing**

Print All Scoresheets: Highlight a game and click the

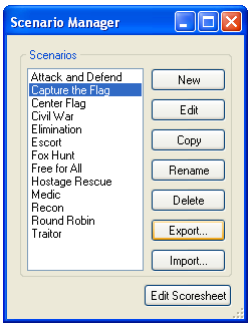
button in the toolbar. A scoresheet for each player will be opened; click the print icon on each scoresheet to print.

Print an Individual Scoresheet: Double-click on the player in the Players list and the individual's scoresheet will open; click the print icon in the scoresheet to print.

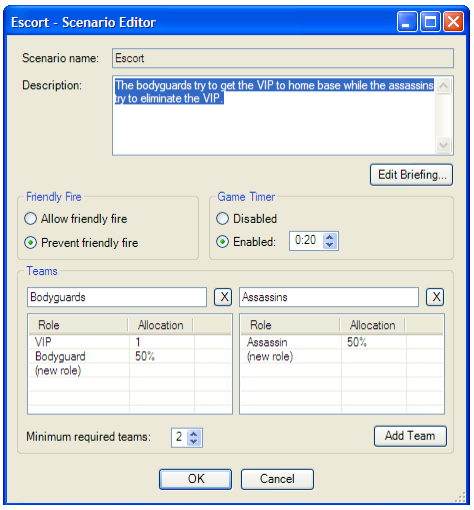
7 Scenario Management

Edit a Scenario

1. Click the Edit Scenarios button in the toolbar. The Scenario Manager dialog will open.



2. To edit a scenario, select it from the Scenarios list and click the "Edit" button. To create a new scenario, click the "New" button. The Scenario Editor dialog will appear.



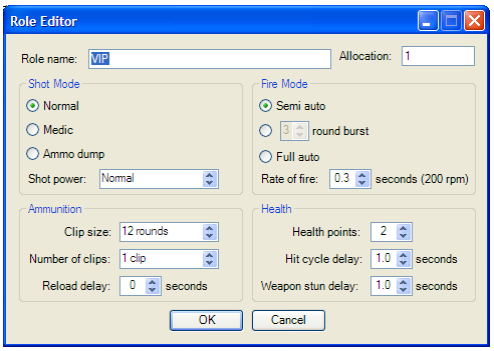
3. Enter a brief description of the scenario in the Description box. This description is displayed in the Load Scenario dialog.

4. Select whether friendly fire should be allowed or prevented by default. If "Allow friendly fire" is selected, teammates will be able to hit each other. If "Prevent friendly fire" is selected, teammates will be unable to cause damage to each other.

5. Select whether or not this game should be timed by default and, if so, how long the timer should be set for.

6. Click "Add Team" to add another team of players to the scenario. Click the

button next to a team's name to delete that team from the scenario. If the scenario can be played with different numbers of teams, add all the teams and then set the Minimum required teams to the smallest number of teams that will work with the scenario.



7. Double click on a role name to edit a role or double click on "(new role)" to add a new role to a team. The Role Editor dialog will appear.

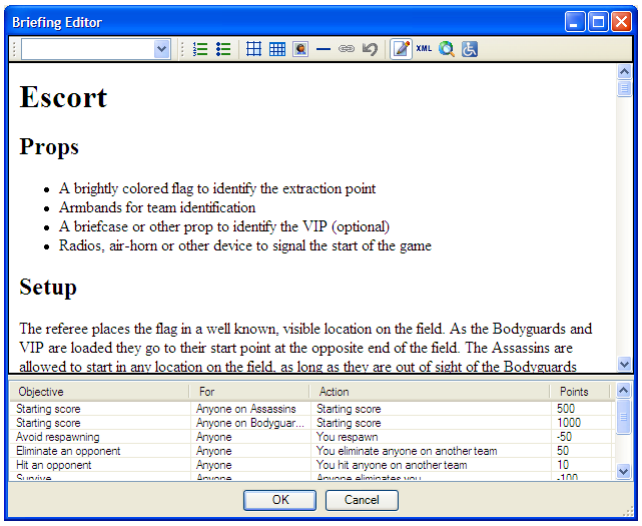
8. In the role editor, settings related to "Shot Mode", "Fire Mode", "Ammunition", and "Health" can all be set as desired. See the glossary at the end of this manual or online help

for detailed descriptions of the various settings.

The Allocation setting can be represented as either a number or a percentage. In the example at the right it is set at 50%, which means that half of all the players in the game will play a bodyguard role. If the setting was changed to the number 6, then exactly 6 players would fill the bodyguard role.

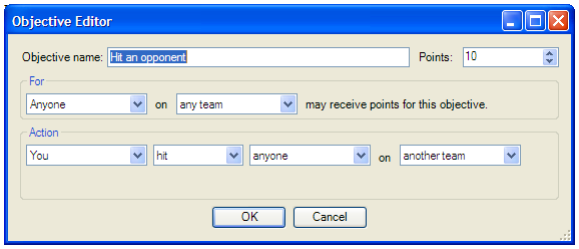
Click "OK" to save your changes.

9. Click the "Edit Briefing" button to create or edit the detailed briefing for the scenario and define how points are awarded for this scenario with objectives.


Briefing Editor
Escort
Props
A brightly colored flag to identify the extraction point
Armbands for team identification
A briefcase or other prop to identify the VIP (optional)
Radios, air-horn or other device to signal the start of the game
Setup
The referee places the flag in a well known, visible location on the field. As the Bodyguards and VIP are loaded they go to their start point at the opposite end of the field. The Assassins are allowed to start in any location on the field, as long as they are out of sight of the Bodyguards
Objective
For
Action
Points
Starting score
Anyone on Assassins
Starting score
500
Starting score
Anyone on Bodyguar...
Starting score
1000
Avoid respawning
Anyone
You respawn
-50
Eliminate an opponent
Anyone
You eliminate anyone on another team
50
Hit an opponent
Anyone
You hit anyone on another team
10
OK
Cancel

10. Edit the text of the briefing as you would in any word processor. Use the selections from the drop down list in the upper left corner of the window to format your text.

11. Double click on an objective name to edit an objective or double click on "(new objective)" to add a new objective to the scenario. The Objective Editor dialog will appear.



12. Enter or change the name of the objective and how may points it is worth. You may enter a negative number of points if the objective represents something that should be avoided (for example getting hit).

13. Identify who is eligible to receive points for the objective in the "For" box. You may use this to restrict an objective to a specific role (e.g. only the VIP) or a specific team.

14. Specify the nature of the objective by using the the drop down boxes to create a sentence describing the objective. For example, the objective pictured above reads "[You] [hit] [anyone] on [another team]" which means that a player will receive 10 points each time they hit anyone who is not on their own team. Another objective might be set to -10 points and read "[Anyone] on [any team] [hits] [you]" meaning a

player would *lose* 10 points every time anyone hit him or her.

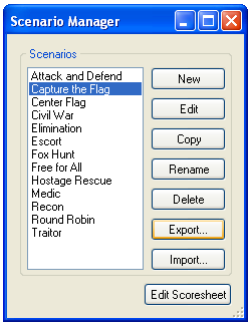
Two kinds of objectives deserve special mention. The first is when you select "The game" in the first box, making the action read "[The game] starts". Players will be awarded the points for that objective immediately at the beginning of the game, giving them a starting score other than zero.

The second is when you select "accomplish" as in "[You] [accomplish] the special objective". At the end of the game (when the last player has been debriefed) the operator of the Scenario Master will be prompted to indicate who accomplished each of the special objectives defined in the scenario. These special objectives are used for things such as capturing a flag or defending an area of the field.

Scoresheet Editing

1. Click the

button in the toolbar. The Scenario Manager dialog will open.

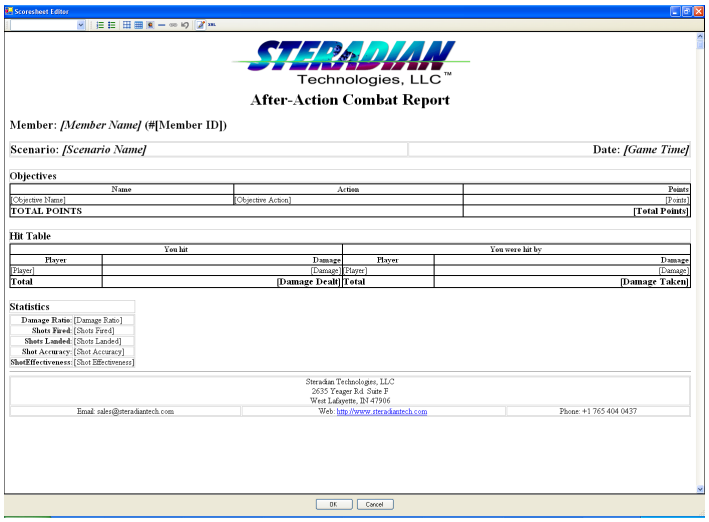


2. Click the "Edit Scoresheet" button.

3. The table structure of the scoresheet should not be altered, but the text and statistics can be customized.

Statistics are indicated in the scoresheet with brackets around the text, for example: [Damage Ratio].

All other text is headers, labels, or footers.

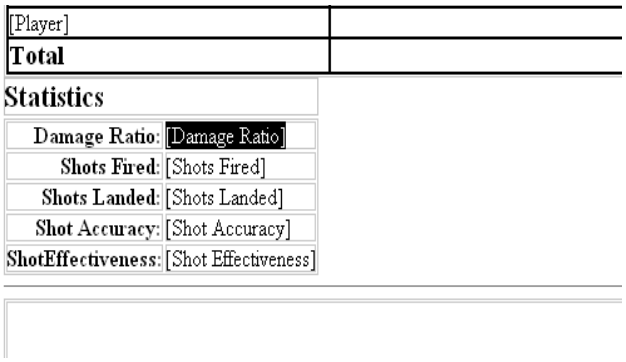


4. You may delete the Steradian logo (select the image and hit delete on your keypad) and insert your own logo by clicking on the image icon from the menu bar.

You may also want to edit the header and footer text with your own address and contact information.

5. To change any of the stats used in the scoresheet, highlight the statistic that you wish to change.

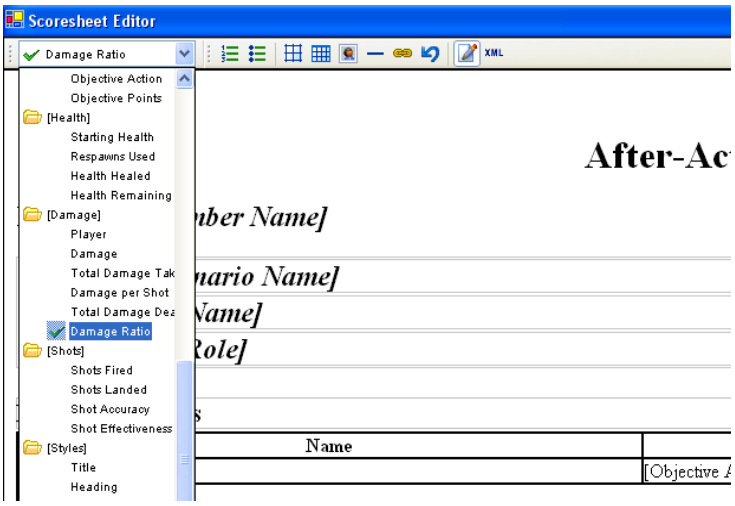
The text currently highlighted on the right is [Damage Ratio]. If you wanted to replace this statistic with Damage Per Shot instead, click the stats menu in the far left corner of the menu bar.



6. You will see all of the statistical options in the stats menu. You will notice that there is a check mark next to “Damage Ratio”.

Select “Damage Ratio” to uncheck the item.

Reopen the stats menu and select “Damage Per Shot”. You will now see a check mark next to “Damage Per Shot” indicating that this statistic will now be used.

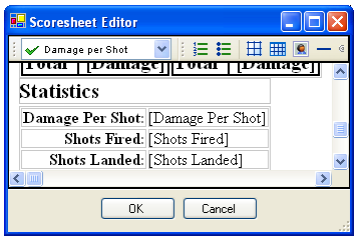


7. You will now want to manually edit the text associated with this item. Notice on the right that we have changed the text at the top of the Statistics table that was originally:

Damage Ratio: [Damage Ratio]

To:

Damage Per Shot: [Damage Per Shot]

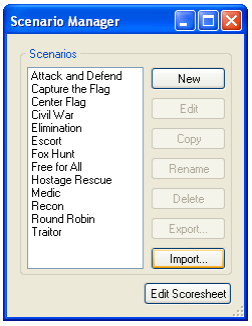


8. Adjust any additional labels and stats as desired and select “OK” to save.

Scenario Import/Export

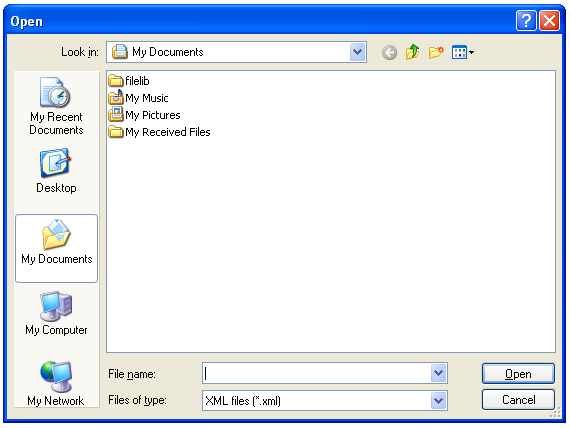
1. Click the

button in the toolbar. The Scenario Manager dialog will open.

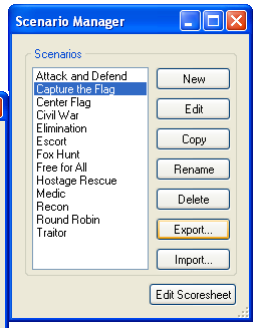


2. Click the "Import..." button.

3. Find the exported scenario file you wish to import on your hard drive and click "Open" to import the scenario.

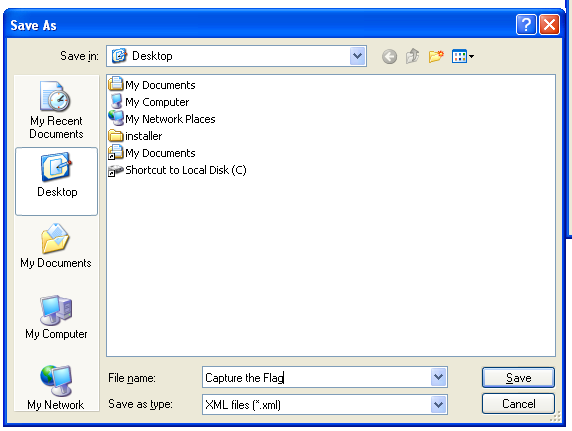


4. Highlight the scenario you wish to export and click the "Export…" button.



5. Enter a file name for the Scenario data and click "Save".

6. This file can now be imported to another Scenario Master.



8 Glossary

- Ammo Dump: A role whose weapon adds to the target's remaining clips with a successful hit.
- Briefing: A description of the premise and objectives for a scenario.
- Burst: A fire mode in which a limited number of rounds can be fired by holding the trigger down.
- Call Sign: The adopted nickname or alias a player uses while playing.
- Clip: A container for ammunition.
- Damage Dealt: The number of points of damage a player caused to other players during a game.
- Damage Ratio: The ratio of the damage dealt to damage taken for a player in a game.
- Damage Taken: The number of points of damage a player received during a game.
- Debrief: To download from a weapon all the statistics and results it recorded from a game.
- Eliminate: To give the last point of damage to a player, causing him or her to be out of the game.
- Friendly Fire: When a player hits a player on his or her own team, causing them damage.
- Full Auto: A fire mode in which the number of rounds that can be fired by holding down the trigger is limited only by available ammunition.
- Health: The number of points of damage a player can take before being eliminated.
- Hit Cycle Delay: The amount of time after taking a hit before the player can be hit again.
- Join Date: The date when the member was entered into the system. Typically the date of the member's first game.
- Medic: A role whose weapon adds to the target's health points with a successful hit.

- Member: A person whose contact information and game statistics are stored in the system.
- Objective: A goal of the scenario with an associated point value.
- RPM: Rounds per Minute
- Rate of Fire: The speed at which a weapon can fire successive shots, expressed either as the amount of time between shots or as RPM.
- Reload Delay: The amount of time after loading a new clip before the player can fire his or her weapon again.
- Respawn: To have your weapon reset and return to the action after being eliminated during a game.
- Role: The definition for one type of player in a scenario including weapon configuration and optional briefing.
- Scenario: A complete definition for a type of game including briefings, roles, and team definitions.
- Semi Auto: A fire mode in which only one round can be fired per trigger pull.
- Shot Accuracy: The ratio of shots landed to shots fired.
- Shot Effectiveness: The ratio of damage dealt to shots fired.
- Shot Power: The number of health points each hit will take away from the target.
- Shots Fired: The number of shots the player fired during the game.
- Shots Landed: The number of times the player hit other players during the game.
- Starting Score: The number of points each player and team starts with at the beginning of the game.
- Weapon ID: A unique identifier assigned to each weapon.
- Weapon Stun Delay: The amount of time after taking a hit before the player can fire his or her weapon again.